Program Guide

ANIMEEXPO®

The International Animation & Comics Exposition

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ANIMEEXPO2001

Welcome to Anime Expo 2001. When I set out to compose this year's welcome letter, I thought it would be interesting to dig out my old letter and see what had changed. So here it is:

"Welcome to Anime Expo '97. ...There, I've said it. I don't understand why I'm writing this welcome letter. This convention itself should be enough to show how much everyone is welcome here. With your support, we have created the largest Japanese Animation convention in the United States. Every year, I continue to be amazed at what individuals working together towards a common interest are able to achieve.

Three years ago I attended my first Anime Expo as a staffer. Bright-eyed and bushy-tailed (okay, forget the bushy tail), I wanted to see everything that was Anime Expo. Three days later I had seen perhaps only a collective 15 minutes of the 10 gazillion anime features that had been shown, slept for perhaps no time at all, and had come to a realization that I would be a loyal staffer for this convention for years to come. Not for the anime, not for the dealers' room nor the auction, and definitely not for the sleep, but for the friendships and camaraderie I had felt in those 72 hours. If you were here last year, perhaps you had read some of the staff's "Memories" in the '96 program guide. Take everything you read and put it all together. That would be about only a 100th of the stories I've collected from this convention.

We hope you come away from Anime Expo '97 with similar feelings and stories that you want to share with your friends. We will do everything we can to make this convention one you will remember."

Well, what's changed? To my surprise, nothing and everything. The sentiments remain the same. And the diversity of events, guests, and attendees should be enough to show how much everyone is welcome here. But now instead of 3 days, it's 4 of non-stop events–from film showings to panel discussions to dances to one-of-a-kind things that only happen at Anime Expo. The staff still doesn't get much sleep, but then again, we do our best to make sure you don't either. -_^ Anime Expo no longer fits in one—or even two—hotels.

I still love this convention. It never ceases to amaze me with what it has to offer. And with the passage of time, friends have become family. Every year adds new memories, new stories, and new expectations for staff, attendees, and Guests alike. Ten years is a long time, but in some ways, it still feels like yesterday. And though many of us are not as youthful as we once were (or imagined we were), we still find energy enough to do this year after year. The entire staff of Anime Expo 2001 is dedicated to making this a convention you will remember. To those longtime friends, it's good to see you again. And to those new to Anime Expo, it's like nothing else you've ever seen. Please help us celebrate our tenth anniversary and make this Anime Expo the most unforgettable one yet.

Jennifer Au
Anime Expo 2001 Chairperson

A WORD FROM THE AX99 HONORARY CHAIR

When you live long enough, one is bound to encounter the truly unexpected.

For me, that is Anime Expo. We had no idea there were so many enthusiastic fans across the ocean, when we were working this toy called TV animation in a corner of Tokyo.

It was a revelation to see everyone's excitement at Anime Expo, and I realized the importance of what we've been doing. I got a whole new view of what this line of work in Japanese animation was all about.

It's the 60th anniversary of Pearl Harbor this year. And the first Anime Expo was held 50 years from it. It doesn't mean anything to compare the two, but there must be few things that could symbolize peace as much as Anime Expo. I hope there will be 20th and 30th anniversaries.

Noboru Ishiguro
Honorary Chair, Anime Expo 1999

MESSAGE FROM HONORARY CHAIR OF AX00

It's the year 2001, it's summer, and it's hot. It's time for Anime Expo.

May all your enthusiasm raise the temperature even higher for a hot, hot convention.

Akira Kamiya
Honorary Chair, Anime Expo 2000

SPJA
Society for the Promotion of Japanese Animation

WHAT IS THE SPJA?

The Society for the Promotion of Japanese Animation (SPJA) is a non-profit California corporation founded and administered by a volunteer staff. The purpose of the SPJA is to popularize and educate the American public about Japanese animation (anime) and comics (manga), as well as provide a forum, Anime Expo, to facilitate communication between professionals and fans.

The SPJA seeks to highlight the positive aspects of anime in the United States. Among the ways that the SPJA promotes Japanese animation and manga is through the SPJA Industry Awards, which seek to recognize and reward excellence in both the Japanese and American animation and comics industries. The SPJA also has an active press campaign that seeks to promote the factual stories about Japanese animation and comics in the United States.

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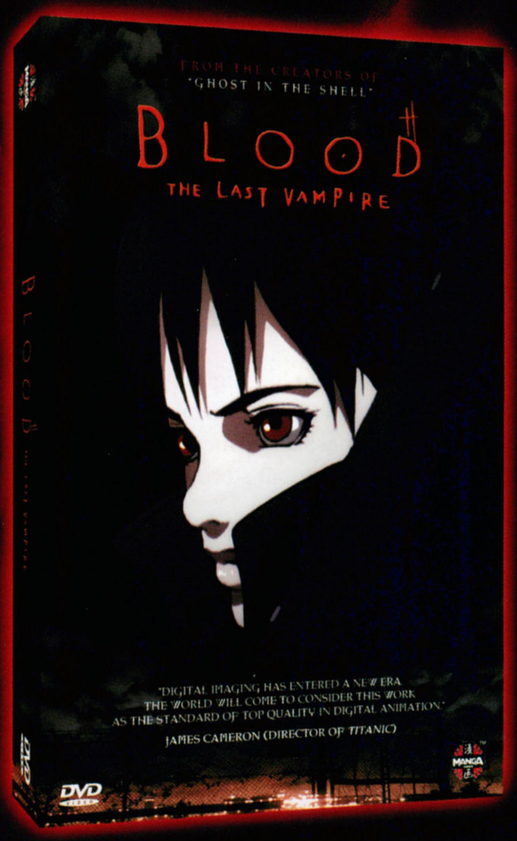
THE BRAND NEW FEATURE FROM THE CREATORS OF "GHOST IN THE SHELL"

"DIGITAL IMAGING HAS ENTERED A NEW ERA. THE WORLD WILL COME TO CONSIDER THIS WORK AS THE STANDARD OF TOP QUALITY IN DIGITAL ANIMATION."

-JAMES CAMERON (DIRECTOR OF *TITANIC*)


FROM THE CREATORS OF
"GHOST IN THE SHELL"
BLOOD
THE LAST VAMPIRE
"DIGITAL IMAGING HAS ENTERED A NEW ERA.
THE WORLD WILL COME TO CONSIDER THIS WORK
AS THE STANDARD OF TOP QUALITY IN DIGITAL ANIMATION."
JAMES CAMERON (DIRECTOR OF TITANIC)
DVD

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BLOOD
THE LAST VAMPIRE

In Yokota Japan, an apprehensive American military is mobilizing for the impending conflict in Vietnam. But an even greater threat exists within the walls of the heavily guarded U.S. complex - Vampires. A team of top-secret government agents dispatches a mysterious young woman... but just who is Saya?

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HISASHI ABE

Mr. Hisashi Abe of Madhouse Studios has a very diverse range of credits. The character designer, animation director, and director of ***Devil Hunter Yohko 2 and 3,*** Mr. Abe is also the character designer for ***Twilight of the Dark Master*** and character designer for ***Shin Kujaku-Oh.*** He was also the character designer and animation director for the series ***Petshop of Horrors*** and the OVA series ***Seebus.*** He worked on the ***X*** feature film as an assistant animation director and most recently served as the animation director for the ***Vampire Hunter D*** film. Mr. Abe is a Reunion Guest from Anime Expo 1999.

MORIO ASAKA

Mr. Asaka joined the renowned animation studio Madhouse in 1987. During that time, he has worked on a wide variety of genres and titles. He served as Animation Supervisor for ***Yawara*** and ***Azuki-chan.*** His directing credits include the Rumiko Takahashi OVA ***Mermaid's Scar*** and ***Yuugen Kaisha (Phantom Quest Corp).*** However, without a doubt, he will be most recognized as the chief director of the ***Card Captor Sakura*** TV series and as the director for both ***Card Captor Sakura*** movies. His most recent project is as Chief Director for the new TV series ***Galaxy Engel.*** This is Mr. Asaka's first U.S. convention appearance.

KIA ASAMIYA

A prolific manga artist, Mr. Asamiya's first title debuted in 1986. In 1988, his most well-known manga, ***Silent Mobius***, began publication. His other works include ***Dark Angel***, ***Compiler***, ***Steam Detectives***, and ***Corrector Yui***. Several of his works have been adapted into animated television series, video series, and movies. Mr. Asamiya is also a renowned illustrator and has published numerous artbooks. He is currently working on a special ***Batman***™ story with D.C. Comics. Mr. Asamiya is appearing as a guest of Gallery of Fantastic Art (GOFA).

SCOTT FRAZIER

Mr. Frazier has contributed much to the anime industry in various fields. He served as the Episode Director of ***Susie-chan & Marvy***, the Supervisor of ***Quo Vadis 2***, and the Technical Director of ***Grandstream***. He also worked on the backgrounds for ***Genocyber 1-3***, and ***Moldiver***. His other works include Cel Checking for ***Bubblegum Crash 1-3*** and production work for ***Riki-Oh 2***. And last but not least, Mr. Frazier was the creator and artist of ***Transcendence***, an original manga. Mr. Frazier is a reunion Guest of Honor from 1993 and 1994.

KIKUKO INOUE

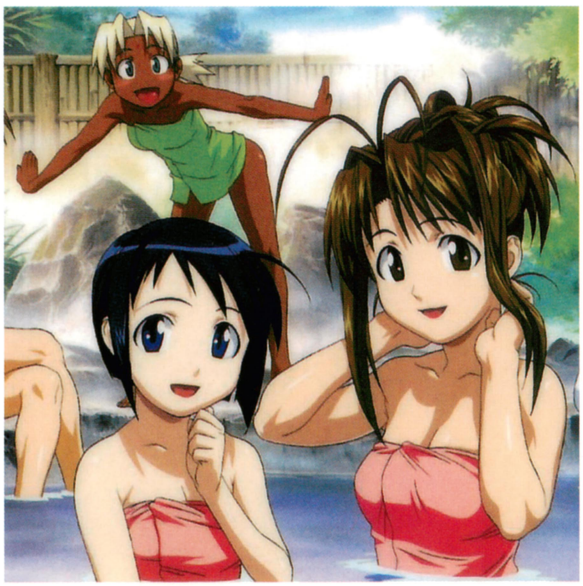
Ms. Inoue has a prestigious list of roles that include many all-time fan favorites. Among her many roles are ***Aa! Megami-sama!*** (Belldandy), ***Gundam The 08 MS Team*** (Aina Saharin), ***Hameln no Violin Hiki*** (movie) (Queen), ***Kaitou Saint Tail*** (Mimori Seira), ***Key the Metal Idol*** (Toyoko), ***Luna Varga*** (Zena), ***Marmalade Boy*** (Kitahara Anju), ***Moldiver*** (Brooke), ***Nadia*** (Electra), ***Ranma 1/2*** (Kasumi), ***Sailor Moon {Stars}*** (Aluminum Siren). Ms. Inoue is appearing as a guest of Itochu Gallery.

NOBORU ISHIGURO

Mr. Ishiguro has worked in the anime industry for a very long time and brings with him a well-known history of being Director of ***Spacecruiser Yamato*** (a.k.a. Starblazers), ***Legend of Galactic Heroes***, ***Megazone 23***, ***Macross*** TV series and ***Macross: Do You Remember Love?*** movie, and countless other popular anime titles. Mr. Ishiguro is a reunion Guest of Honor from 1995 and 1996.

YOSHIAKI IWASAKI

Before joining the anime industry, he graduated from Chiba University with a major in Engineering. He has worked on many popular shows, and his list of credits includes Director for ***El Hazard 2,*** the ***Slayers*** TV series and ***Dai-Guard,*** storyboard artist for ***To Heart***, animation director for ***Revolutionary Girl Utena*** and ***Turn-A Gundam.*** However, Mr. Iwasaki will probably be best-known to American fans as the director of the smash hit ***Love Hina.***



TOSHIHIRO KAWAMOTO

Mr. Kawamoto is an animation director and character designer who has worked on many well-known anime projects. He is the character designer and animation director for ***Cowboy Bebop, Mobile Suit Gundam 0083, Mobile Suit Gundam: The 08th MS Team,*** and ***Golden Boy.*** Mr. Kawamoto is currently in production on the ***Cowboy Bebop*** feature film, which is set for release in Japan later this year. Mr. Kawamoto is a Reunion Guest of Honor from 1999 and is appearing as a Guest of Bandai Entertainment.

MASAYUKI KOJIMA

Mr. Kojima began working in the anime industry in 1982, and has worked on a wide variety of projects. Since joining Madhouse in 1999, he has served as animation supervisor on the ***Sakura Taisen*** TV series. He is also the Chief Director of the hit anime series ***Master Keaton,*** and the TV series ***Azuki-chan.*** Finally, he is the Chief Director for the Kero-chan ni Makase (***"Leave it to Kero-chan"***) featurette that played with the second ***Card Captor Sakura*** movie. This is Mr. Kojima's first U.S. convention appearance.

TSUKASA KOTOBUKI

Mr. Kotobuki began his professional anime career as the character designer for ***Toshinden***. Since then, he has become best-known for his work as original character designer for ***Saber Marionette J, Saber Marionette J Again,*** and ***Saber Marionette J to X.*** He is also the character designer for ***Cyber Team in Akihabara (Akihabara Denno-gumi)*** television series and movie. Currently, he is working on the manga ***Ragnarok***. Mr. Kotobuki is appearing as a Guest of Bandai Entertainment.

HIDENORI MATSUBARA

Mr. Matsubara has been working in the anime industry for a long time and has served as an animator on such series as ***Otaku no Video***, ***Ranma 1/2***, ***Macross II***, ***Patlabor: The Movie*** and ***Blue Submarine No. 6***. He is best-known to anime fans as the man who adapted manga artist Kosuke Fujishima's designs for animation in the original ***Ah! My Goddess*** OVA series and the 2000 ***Ah! My Goddess*** movie. He is also the character designer for the ***Sakura Taisen*** TV series, once again, adapting Mr. Fujishima's designs. This is Mr. Matsubara's first U.S. convention appearance.

HARUHIKO MIKIMOTO

Anime Expo is pleased to announce the appearance of one of the most popular character designers of anime fandom, Mr. Haruhiko Mikimoto. Mr. Mikimoto is best known for his work as character designer for ***Macross*** TV series, ***Macross: Do You Remember Love?*** movie, ***Gunbuster***, ***Megazone 23*** (Eve), ***Macross II***, ***Macross 7*** concepts, ***Super Dimensional Century Orguss***, ***Gundam 0080: War in the Pocket***, and numerous other popular titles. Mr. Mikimoto is a reunion Guest of Honor from 1992 and 1995.

YU WATASE

Yu Watase is a very prolific manga artist whose works include (in no particular order) ***Gomen Asobase!***, ***Magical Nan***, ***Otenami Haiken!***, ***Suna No Tiara*** and ***Mint De Kiss Me***. Some of Yu Watase's more recent works, published in Flower Comics, include ***Shishunki Miman Okotowari***, ***Zoku Shishunki Miman Okotowari*** and ***Epotrans! Mai.*** But in the United States, Yu Watase is most known for her work in the ***Fushigi Yuugi*** manga series of which the ***Fushigi Yuugi*** anime is based from. Ms. Watase's ***Ayashi no Ceres*** series, won the 43rd Shogakukan Manga Prize. Ms. Watase's most current series is the ***Imadoki*** manga. Yu Watase is a guest of Viz Communications and is a reunion Guest of Honor from 1998 and 2000.

MAKOTO UNO

Mr. Uno is an accomplished animator and illustrator. He is best-known for his work as character designer on the runaway hit Love Hina. Mr. Uno was also the animation director for anime shows such as Dai Guard and Turn-A Gundam. Also of note, Mr. Uno is the character designer of the Yugi-Oh series, should hit the shores of the United States this fall. This is Mr. Uno's first appearance at Anime Expo.

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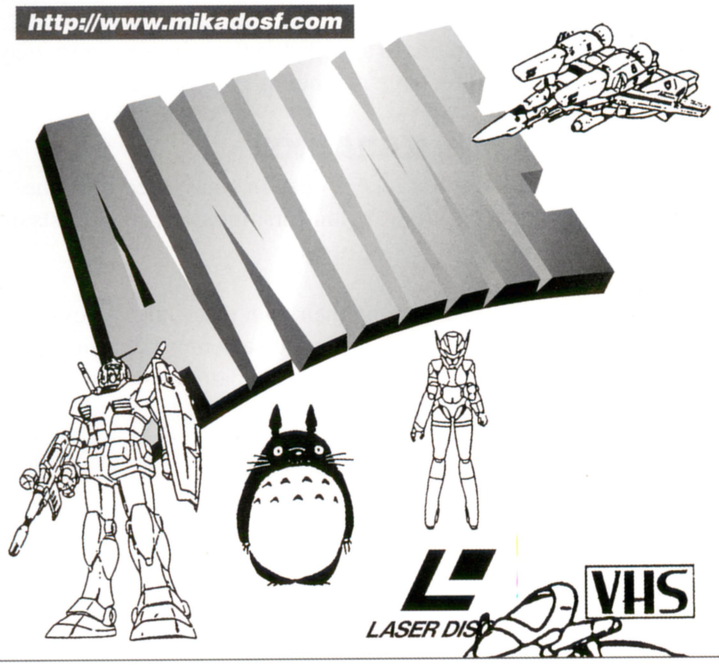

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ART SHOW

The Anime Expo Art show, located in the Long Beach Convention Center Exhibit Hall C features displays of original artwork and models created by fans, professionals and Guests of Honor. In the past, the Art Show has hosted original artwork from Haruhiko Mikimoto, Nobuyuki Ohnishi and Akemi Takada. This year we are extremely pleased to have a special showing of artwork from Guest of Honor Kia Asamiya. We are also delighted that we will once again be displaying a gallery of art works from Nobuyuki Ohnishi.

Art show personnel will assist artists in displaying their work. Hooks and binder clips are available if needed. Artists displaying 3D artwork should provide their own protective case, as Anime Expo will not be able to furnish any.

Official Anime Expo Art Show bid sheets must accompany each piece of artwork. Bid sheets will indicate whether a particular artwork is "Not for Sale" ("NFS") or indicate a direct sale price and/or minimum bid price. Artwork may be purchased at the indicated direct sales price only if the piece has not received any written bids. A direct sale will stay on display until pickup Sunday unless other arrangements are made. Four written bids will send a piece to auction.

The Art Auction will be held Long Beach Convention Center Terrace Theatre on Sunday, July 8. The auctioneer will set auction rules at the beginning of the auction.

To protect the artists' rights, no photographs and/or videotaping will be permitted in the Art and Modeling show except for official convention purposes and/or supervised press photography. Cameras and video equipment will not be permitted into the Art and Modeling Show

FILM PREMIERES

View 35mm anime movies as they were meant to be presented. In a theatre with large screen and surround sound. Anime Expo has several prestigious film premieres in the past, including Katsuhiro Otomo's ***Memories*** and the North American Premiere of the ***X*** movie. This year Anime Expo will be showing the ***Pokemon 2000*** movie, the classic ***Legend of the Galactic Heros*** motion picture (subtitled in English). We are also delighted to be screening the popular ***Iron Giant*** and ***Batman: Mask of the Phantasm*** movies, courtesy of Warner Bros. Our film presentations are made possible by Pioneer Entertainment.

Please consult the Pocket Program Guide for showing times for these films and the complete film program schedule.

KARAOKE

The Dokiwaku Karaoke contest is back for another exciting year! If you love to sing, sign up for the chance for glory and cool prizes, or come cheer on your fellow fans as they battle to win the coveted title of AX Karaoke Champion (in both Group and Individual categories). Then stick around after the contest for the ever-popular all-night "open mic" karaoke, where insomniac music lovers sing and dance the night away to your favorite anime songs.

Times for Karaoke are:
Contestant Check-in and At-Con Signups: *Thursday 10AM-6PM*
Contest, Preliminary Round:
Thursday 6PM-Midnight
Preliminary Round Results:
Posted at the Info Desk by noon Friday
Contest, Semifinal and Final Rounds:
Friday 8PM-Midnight
Open Mic Karaoke:
Thursday 11PM-Midnight, Friday 11PM-Midnight, Saturday 8PM-Midnight.

Please check at the karaoke room or Info Desk for last-minute changes.

The Anime Expo Karaoke Contest is open to registered Anime Expo attendees and volunteers. Signups for the contest will be at the AX Information Desk, and at the contest if there is still space available.

The number of contestants is limited to 50. Any additional signups will be placed on a waiting list.

Prizes will be awarded in the following categories:
Individual, First and Second prizes
Group, First prize

The number of prizes awarded in the group category may be increased if a large number of groups enter.

OPEN MIC KARAOKE!

The Open Mic Karaoke is open to all registered Anime Expo attendees, staff, volunteers, Industry, and Guests of Honor.

Singers are free to bring their own music and lyrics on CD. AX Karaoke will provide a selection of music and lyrics, but cannot guarantee that a particular song will be available.

MASQUERADE

Our 10th Annual Costume Competition, showcasing original and re-created costumes inspired by Japanese Animation and Culture. Note this is not a dance or party, but a show set on a stage. It is free for all attendees to participate in or be in the audience. Contestants have the option to provide music and request special lighting in order to enhance their presentation of their costumes. Presentations may be as short and simple as walking on stage and exiting stage (a walk-on), or as elaborate as dramatic or humorous choreographed action (a skit or dance routine). Some entries will be individuals, others groups with a shared theme. The large elevated stage will feature theater style lighting and sound. In actuality, the Masquerade is composed of TWO competitions, performance and craftsmanship. The 10th Annual Costume Competition is sponsored by A.D. Vision.

Show time will be 8:00pm, Saturday, July 7th, at the Long Beach Convention Center Terrace Theater. The event will run about two and one-half hours and doors will open at 6:30pm for audience seating, which will require a ticket.

No flash photography of the stage will be allowed during the show. Photographers who wish access to the Photo Stage must sign-up at the Masquerade Desk at the convention, or write to the Masquerade Coordinator to request a reserved spot. This goes for AX Staff as well. Representatives of the Press desiring seating in the Press Section should also contact the Press Manager in advance.

MASQUERADE FASHION SHOW

NEW THIS YEAR! For those of you who want to flaunt it 'cause you got it, Anime Expo presents the Fashion Show. All you need to do for the Fashion Show is show up, fill out a form, and walk on stage. You don't need to plan a skit and you don't need to bring music. Just follow the rules and have fun! The Masquerade Fashion Show will be taking place in the back of Exhibit Hall C from 11AM to 1PM on Sunday, July 8th.

Rules for the Masquerade Fashion Show:
1. DO NOT plan to do a skit. Basically, you will just be walking on and off the stage with pauses for you to pose for cameras.
2. Other than the MC's introduction, there will be background music supplied by staff so you will not need to bring any music.
3. No groups larger than three (3); the runways will not be very wide.
4. Multiple costumes are allowed. You can go on stage as many times as you like in the time scheduled for the Fashion Show.
5. Complete one (1) form for each costume.

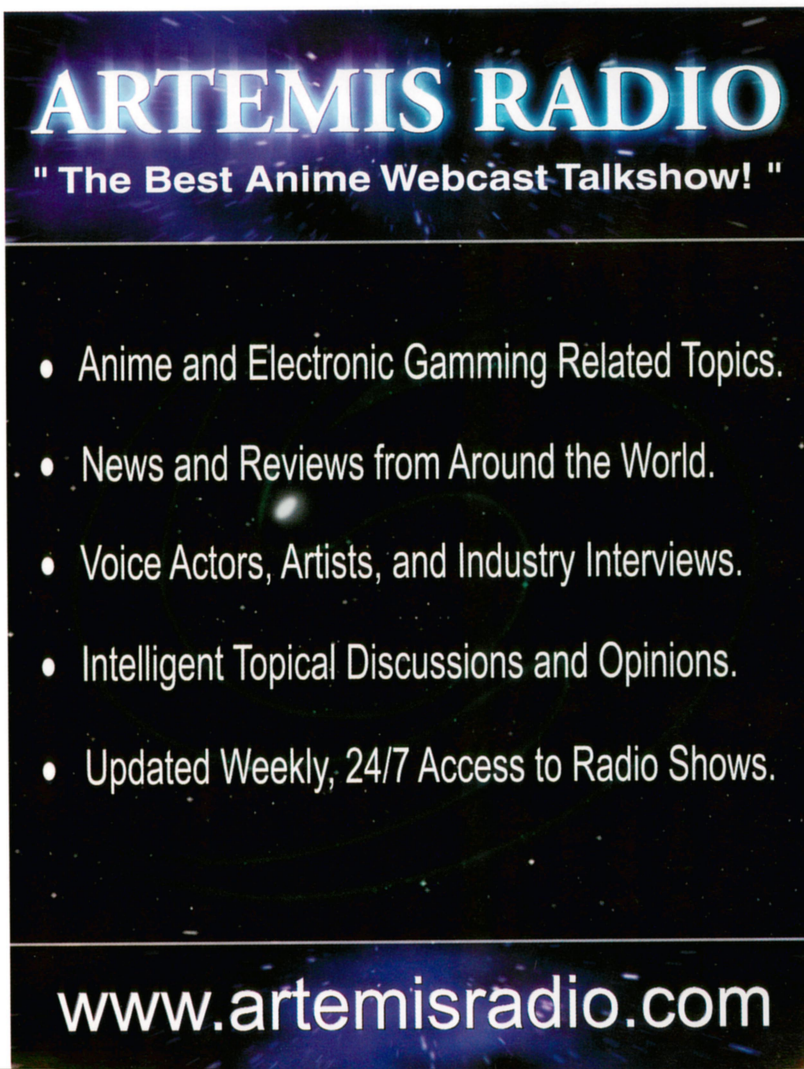
MEET THE GUESTS RECEPTION

At the Meet the Guest Reception, fans are given the opportunity to discuss their favorite topics with their favorite Guest of Honor, face to face. Every attending Guest of Honor will be seated at a table from which fans may freely interact with the Guest. Throughout the evening, fans will be given the chance to go "table-hopping," meeting all their favorite Guests. Please be advised, although light refreshments and snacks are offered, meals will not be served. Meet the Guest Reception will be held on the evening of Friday the 6th. To obtain tickets and start time, please visit Anime Expo's Merchandise Booth.

SPJA CHARITY AUCTION

On Sunday, July 8th, the SPJA will host its annual auction to raise money for charity. Auction pieces will include items donated by our Guests of Honor and various friends of Anime Expo.

This year, Anime Expo will also present a check for more than $55,000 to the City of Hope to help sustain the fight against many childhood diseases. This money was raised at the 2000 SPJA Charity Auction. This year's convention proceeds will be awarded to City of Hope at Anime Expo 2002.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SPJA INDUSTRY RECEPTION

The SPJA Industry Reception is an opportunity for members of the anime production, distribution and broadcast industry from both sides of the Pacific to forge new relationships or to build upon old ones. Admission to the reception is complimentary, however, this reception is by invitation only.

VIDEO GAME TOURNAMENT

Anime Expo is providing a Gaming Tournament room where attendees can compete against each other in a selection of Sony Playstation 2 and Sega Dreamcast games. All tournaments will be based on elimination rounds. Winners will advance to the next round. Final tournament winners will receive an award and a free membership to Anime Expo 2002.

There will be a list posted at least one hour before each tournament with the names of competitors. Participants must show up for the tournaments within 15 minutes of the posted start time or be disqualified.

VIDEO THEATRES

Anime Expo 2001 will have four video theaters, three of which will be running 22 hours a day for the duration of the convention, with kid-friendly anime programming during the day. We are planning to have tracks dedicated to the newest anime titles from Japan and the US, along with those anime classics that fans have enjoyed every year. There should be enough to satisfy both the newcomers to anime and the most hard-core anime fans. Stop by the Pioneer Entertainment booth and say "Thanks!" for making our video theatre presentations possible.

NEWSLETTER

For those of you who are just too busy to actually attend everything in the convention, Anime Expo 2001 presents its own in-house convention newsletter. If you miss the biggest news of the weekend, our newsletter will have that information for you, plus all the latest schedule changes and special announcements.

The Anime Expo newsletter is also a place where fans can post announcements. Please note that while we do our best to print all announcements, we make no guarantees regarding article submissions.

POCKET PROGRAM GUIDE

The Pocket Program Guide (PPG), a complete schedule of our live programming events and video theatre showings, will be available at the convention. As with all types of schedules, times and locations are subject to change, so please consult the convention newsletter or the Information Desk for any updates and changes.

KIA ASAMIYA ART EXHIBITION

A special exhibit of Mr. Asamiya's works will be on display at this year's Anime Expo Art Show. This is the first time Mr. Asamiya's works have been exhibited outside of Japan; approximately 40 pieces will be on display at this year's special exhibit. Just as with last year's Akemi Takada Angels exhibit, this will be another once-in-a-lifetime chance to see the works of a famous anime artist close up and in person. Courtesy of GoFA.

NOBUYUKI ONISHI EXHIBITION

Mr. Onishi is probably best known to anime fans for the illustrations used in the credits of Wings of Honneamise (aka, Royal Space Force), which was being screened in the theaters throughout the U.S. Mr. Onishi was born in the Chiyoda-ward, Tokyo, Japan in 1956. Upon entering Gyosei Elementary School in 1962, Mr. Onishi studied French culture, customs, and language. In 1976, Mr. Onishi entered Musashino University of Art and studied oil painting, photography, printing, illustration and graphic design. Artists that he has been influenced by include Leonardo da Vinci, Rembrandt, and Dufy. He worked on the paintings for movies like, Les Fruits De La Passion (a 1980 French production) and Saraba Hakobune. In the U.S. in 1990, his works appeared at 'Steve Remington's Gallery.' A collection of his lithographs can be found in a book titled, Memories, which was published in 1992 by Yasuyoshi Yamaguchi. Mr. Onishi has kindly provided Anime Expo with a small selection of his work, that is on display in the "Special Exhibits" section.

VAMPIRE HUNTER D MOVIE CEL EXHIBITION

Anime Link and Film Link will be presenting an exclusive cel exhibition of actual production cels from the upcoming new ***Vampire Hunter D*** movie from Madhouse Studios! There will be an assortment of key scenes with the main characters - each selection wonderfully complete with their matching background. This extraordinary exhibition was shown recently in Tokyo and will make its debut in the U.S. at Anime Expo. Urban Vision Entertainment, a leader in the anime industry, will release the dramatic new film theatrically this fall. Urban Vision is best known for its critically acclaimed releases to the home video market, such as ***Wicked City***, ***Twilight of the Dark Master***, ***Goku: Midnight Eye***, and ***Legend of the Crystals***: Based on ***Final Fantasy***. The amazing new ***Vampire Hunter D*** film will be Urban Vision's first major theatrical release in the US. For more information on the new film, please visit Urban Vision at booth 713 and for information on the cels, please visit Anime Link at booth 700.

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THE ANNUAL SPJA INDUSTRY AWARDS

Since its inception, the SPJA has sponsored the annual SPJA Industry Awards. Winners of the awards are determined by balloting conducted at Anime Expo.

THE RULES:

1. Only one vote per person
2. Products must have been released between July 1, 2000 and July 1, 2001. Anime titles that did not have a current release in that time period are not eligible.
3. Ballots are due by Noon Sunday and should be placed in the ballot box at the Info Desk.
4. Awards will be presented during Anime Expo's closing ceremonies.

THE CATEGORIES

Japanese Release

- Most Popular Male Character
- Most Popular Female Character
- Most Popular Non-Human Character
- Best Anime Album
- Best Manga
- Best Film
- Best OVA
- Best TV series
- Best Japanese Language Anime Publication (includes both electronic media and traditional print media)

US Commercial Release

- Most Popular Male Character
- Most Popular Female Character
- Most Popular Non-Human Character
- Best Anime Album
- Best Subbed/Dubbed TV series
- Best Subbed/Dubbed Film
- Best Subbed/Dubbed OVA
- Best American Animated Film/Series
- Best English-Language Anime Publication (includes both electronic and tradition print medias)
- Outstanding American Subbing/Dubbing Company (Company must have had US commercial release between July 1, 2000 and July 1, 2001 to be eligible)
- Best Subbed/Dubbed Anime Expo Premiere
- Best Anime Expo Premiere

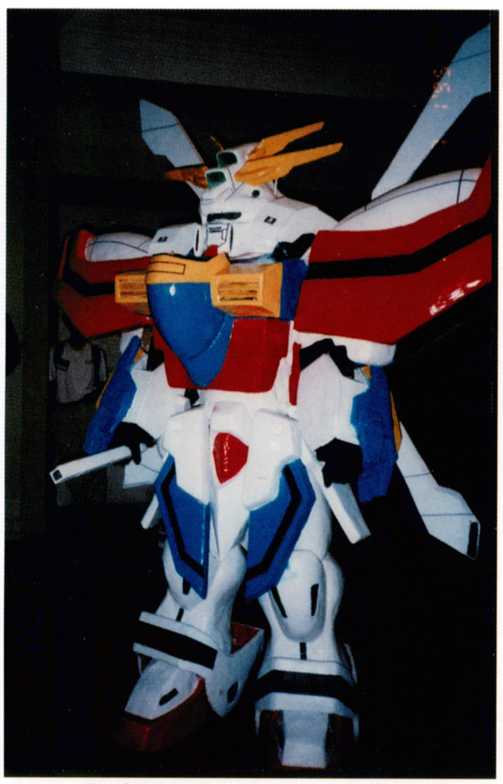
ANIMEEXPO® MEMORIES

1992 - 2001 ~ 10 Years of Fun and Memories

1992: AX TV

Aaron Pon

You are having a pleasant dream... or nightmare... An image comes to you of two bodies staring blankly at two video monitors in an enclosed room hour after hour, day after day. Does it sound like somebody you know or once knew? Are they a couple of unbathed otakus who locked themselves in to view the latest anime before any of their friends did? They could be... You take a closer look. You notice that the two bodies are clad in down jackets with the hood pulled over their heads, their hands tucked into their pockets to keep warm. Clipped to their lapel is some sort of identification badge and another badge which resembles a security badge. You see the monitors they are staring at flash and flicker. You glance off to the side and notice a computer with its case cover off and - you can barely make out a faint striped multicolored apple logo. You think to yourself that computer can't possibly be an Apple IIgs. What is it doing in a room between these racks of monitors, video and broadcasting equipment? Wait, one of the two bodies just moved. A warmed hand comes out of its pocket, index finger extended as he seemingly waits for the final end credits on a monitor to scroll by before hitting the stop button. In an instant, you see the monitor screen go red, filled by a red cube with the capital letters "AX" in black in the center of the cube. You think to yourself, what can this mean? Is it Halloween 3 for real? As fast as the cube appeared, it disappeared with the touch of the play button. A moment later, you see the other body repeat the same motions with the same results. All of this done without a word to you or to each other. What madness is this? You decide to exit the unseasonably cold room of insanity and return to the warm summer weather outside. On your way out of the secure area, you are stopped by security and asked to why you are wandering around in a restricted area without security clearance. You ask yourself, where in the world am I? You are then escorted to the Operations on the second floor of some concrete bunker to answer some questions. You are told that what you have witnessed is a commandeering of two broadcast channels, known as AXTV, for the sole purpose of luring people to stay in their rooms and stare at their television screens for hours on end. You are also told that Security only recognizes personnel with the proper clearance and ID to enter that part of the facility. The general personnel does not even know where this secret facility is located in their day to day operations, but you have seen it firsthand. You think to yourself, one day I will be able to write about this... Suddenly, you awaken to find yourself safe in your bed and the year is still 2001. You think to yourself it may be time to put into writing those events you witnessed nine years ago...and lived to tell about them.



God Gundam from G Gundam

Cordially,
Not one of those AXTV sentries... at the time.

Goddesses always grace us with their presence ever since the first Anime Expo

Even Mr. T doesn't wear this much metal

Expo random facts

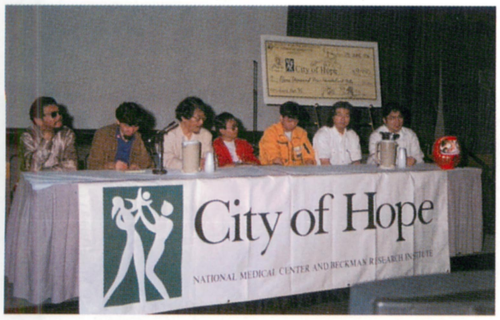
by Lionel Lum

FACT: The very last AX poster was published in 1996. It's probably worth a lot of money now!

FACT: The pre-AX2000 art flats each weighed about 100 lbs.

FACT: The first dance was at AX96, AX's 5th Anniversary celebration.

FACT: The people who enjoy waiting in line the most: the Japanese Guests of Honor... because they wanted to relive the spirit of their fan days back in Japan when they waited in even longer lines.



Giving Hope

Anime Expo and City of Hope have been partners for almost seven years going from a few hundred dollars raised from auctioning spare posters to donations reaching close to $100,000 in 2000. Net proceeds benefit Pediatric Programs at City of Hope.

Miss Takada turning paper into money

1997: The Day After

by Widya Santoso

Name: Widya Santoso
Convention Year of Memory: 1997
Memory: What happened the day after Anime Expo 1997

Anime Expo was a great con for me. Apart from winning a masquerade award for my performance, "Waiting for Gendou", receiving praise for my music video "Evangelion: Eleanor Rigby" and generally meeting old and new friends, one memory stands out that capped the weekend as one of the best in my life.

Gendou waiting for the masquerade to start. (Widya, the year he won "Most Improved Performance")

It happened the day after the con. I was hanging around the lobby of the con hotel, seeing friends and banding them a fond farewell and a safe journey home. I didn't have to go until the next day, so I was taking it easy.

One of my friends, someone I had known for about two years, was off to the airport, so I said good-bye to her, and we resolved to meet again next year.

As I sat in the hotel lobby, chatting with other people about the con, someone passing by stopped and said that there was a film being filmed in a block next to the hotel. Interested, I went over and had a look, but there didn't seem to be a lot happening so I went back to the hotel.

More time passed, spent seeing more friends back, and returning to the same set of couches to vegetate in. It was about the middle of the afternoon when someone else passed by saying that Nicolas Cage was at the same location, being filmed!!!

This was big news for me. My friend, the same one I saw off earlier, was a huge fan of Nicolas Cage, and she would have died to have a chance to see him in the flesh! And I knew she was far, far away. So I went back upstairs, grabbed my camera, a pen and a business card, and went to the location of the filming.

While watching the various takes being shot, I asked one of the film crew if it would be possible to have a picture and an autograph with Mr. Cage. He said he'd find out, and to my great delight, he returned and said it would be okay!

Very soon the actor came across and we posed for a couple of photos. Then I asked him to sign my card- not to me, but to my friend!

My friend recently told me that she has the photo and the autograph on her wall, and she sees it every day. So, for one person, Anime Expo 1997 remains a tangible and living memory.

It seems like it was just yesterday when Anime Expo celebrated 5 year birthday.

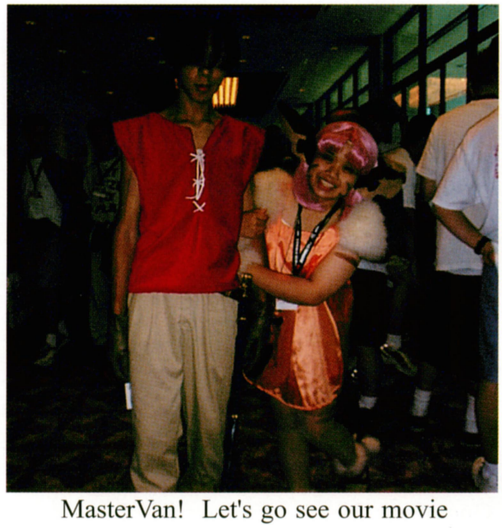
1996: Tenchi Muyo in Love

by David Ramirez

Anime Expo 96 was my first con. I found out about the con thru the Internet. Anime expo 95 had just ended and I would have to wait almost a year for the next one. Checking AX 96's web page. I found out about the premiere of "Tenchi Muyo in Love". Pioneer had just ended the OAV series on Video and the TV show wasn't out yet. I loved the OAV series. Like everyone else, I was in love with Ryoko. So I couldn't wait to see it. The con was held at the Marriot in Anaheim, Ca. The Marriot was also using the Anaheim convention center. This is where the movie was showing. I remember waiting in the video room waiting. I had come an hour early to get a good spot. They had just announced for everyone to leave the room and form a line for the premiere. I was lucky. I walked out of the room and made it to the very front of the line. While waiting in line, People were talking about the TV show, How it was 26 episodes long and that they couldn't wait to see it. When I entered the room. I was almost near the front. They had two rooms for the Movie showing. Both rooms were Packed full of people. Everyone was full of Energy. There was great excitement in the air. Before the showing, they introduced the person in charge of Pioneer in the U.S. Both rooms had the same stereo line, so they could hear what he was saying in the next room. You could hear the next room shout with excitement when he announced they would show the movie on the Sci Fi channel. The energy that filled the room was AWESOME!!!!! When the movie started, and one by one each Character was shown. Everyone in the room was yelling for their favorite character. It was like magic. The highlight of the show was the final battle with Kain. When Tenchi, Ayeka, and Ryoko Transformed into their battle outfits. The room went Crazy!!!! When the show ended. The energy in the room was off the scale. Everyone loved the movie. Someone shouted in the room Pioneer is having a panel in the main hall" Everyone Ran out of the room. It was crazy to see hundreds of people running down the hall way. This was my first con, Anime was starting to break out of being an "Underground Genre". It made me feel great to know that I wasn't the only person who felt the same way for this Art form. It was like a big family gathering for people who all loved the same thing. Anime would explode with awesome shows like Evangelion and Dragon Ball Z. I am proud to say that I saw Anime grow and Explode on the media world. Even though I have been to every AX since 96. I will remember that year, as one of the best times in my life.

Cosplayer Paradise

The URAN cosplayers showing Americans how it's done



MasterVan! Let's go see our movie premier!

Cosplayer family album

Where's all my ping-pong balls?

Some things are better left in the back of our minds...

1998: Locked Out

by Mark Neidengard

One of Anime Expo special points, especially relative to other cons, is its quantity of Guests of Honor from Japan. I greatly cherish the ability to see and talk to the people who make anime happen. As AX98 was winding down, I happened across one of those GoH's in the hotel lobby: Madhouse producer Maruyama Masao. He was trying and failing to talk to the bellboy, so after steeling my nerves I used what Japanese I knew at the time and offered to help. He was locked out of his room, and I managed to help see to it that Security was dispatched to let him back in. I was too flustered at the time to remind Mr. Maruyama that a year before I had bought his Baby Kamui T-shirt for in the Charity Auction. But the momentary look of utter relief on his face, when he saw that someone spoke his language, validates everything about bringing anime staffers and fans together that AX stands for, as well as my own foreign language studies. It's a moment I'll remember always.

GoHs at the year 2000 opening ceremony

Mike Tatsugawa and our own U.S. celebrity, Scott Frazier

The never ending lines at Anime Expo

2000: GoHs Galore!

by Mark Neidengard

The anime staffers brought as Guests of Honor to AX are the con's single biggest, most unique draw for me. Every year I happily pay to enter the Meet the Guests reception, hoping for a word or two with the creators whose work moves me so much. At AX2K, I succeeded far beyond my expectations when I had about forty five minutes of almost uninterrupted conversation with MAEDA Mahiro of Studio Gonzo. To my immense gratification, I was able to do so entirely in Japanese, without needing the interpreter's intervention. Mr. Maeda was not only exceedingly friendly, but also broadly knowledgeable about science, business and society; thoroughly versed in his animation craft; and fairly _radiated_ competence. Despite just meeting, we were able to instantly converse like old friends or schoolmates. I found myself wishing that I could somehow work alongside him, alongside a person who illuminates the space around them that much. Being able to _connect_ with a person who both walks the walk and talks the talk of a true animation elite is an experience I doubt I can get anywhere else. Thank you, Anime Expo!

(Left)
Guests of Honor often bond with other artists by the end of the convention.

(Right)
Yasuhiro Nightow shows off his inspiration for the Humanoid Typhoon.

Mike's Top 10 AX Favorite List

10) 1994: The Gumi Gundam.
9) 1994: Albert Wong trying to murder Franklin Wang with a maglite.
8) 2000: Eating at Club 33.
7) 1996: Rannie Yoo in a Ryo-oh-ki costume
6) 2000: Meeting and spending time with Ms. Takada Akemi.
5) 1994: Seeing the world premiere of Macross Plus.
4) 1996: Keith Rhee with Lionel's "personalized" tattoos.
3) 1996: Ishiguro-sensei putting whipped cream on Anno's face as he slept.
2) 1992: The feeling of pulling off the first major anime convention.
1) 1992: BEAR - Official Anime Expo Mascot!

Mike's Top 10 AX Least Favorite List

10) 2000: Not remembering what happened the previous night at the Ultra Lounge.
9) 1992: Doing karaoke on stage with Buichi Terasawa to a song I had never heard before.
8) 1993: Using my tuition money to keep Anime Expo afloat.
7) 1992: Having 12 positions and getting no sleep for the month before the con.
6) 1998: The BAAS Party mess
5) 1999: A certain Ex...
4) 2000: J-List.
3) 1997: Super Sailor Peter Brown.
2) 1993: The Great Con Wars.
1) 1999: The realization that I've known some of the cutest attendees since they were 10 years old.

Hip Anime Expo staffers wheel away women by the truckloads!

Last but not least...

Thanks to all the staffers who worked thousands and thousands of hours getting this special year on its way.

THANK YOU!!!

In Closing

by Mike Tatsugawa

Over the past ten years, Anime Expo has grown faster than we ever could have imagined. We have moved from being a congregation point for all the anime clubs of the San Francisco Bay Area to becoming the crossroads for the Japanese animation and comics industry in the United States (not to mention the biggest anime party in the country!)

Many of us have grown a few gray hairs, gained a few pounds, or even added a few additional members to our family over the past ten years! Take a look back and marvel at how things have changed in what to us has been the blink of an eye.

DiGi Charat goes HOLLYWOOD!

i'm here to take over los angeles - NYO!

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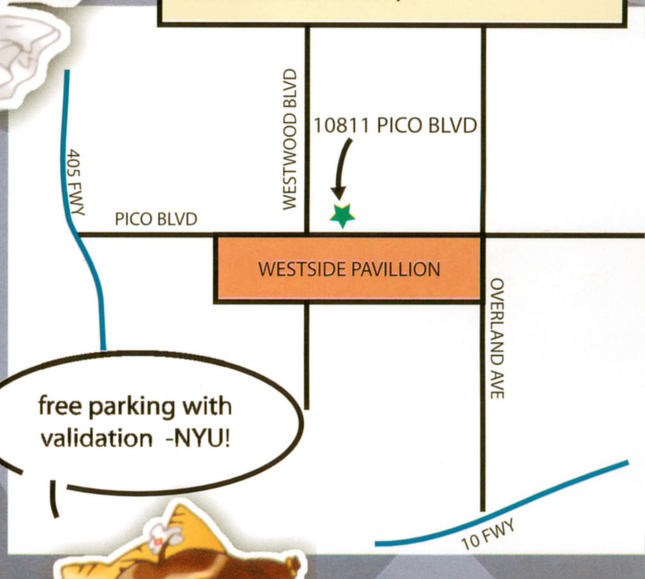
Next to Good Guys (on the corner of Westwood and Pico).



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Digital Manga and **Broccoli** will bring a new kind of **anime store** slated to open this summer. For details & updates please visit **http://www.omochabox.com/retail/** or call our info hotline at **310.397.4853**

Check out our audition to select Dejiko's voice for an upcoming commercial! Details found in the Anime Expo programming section.

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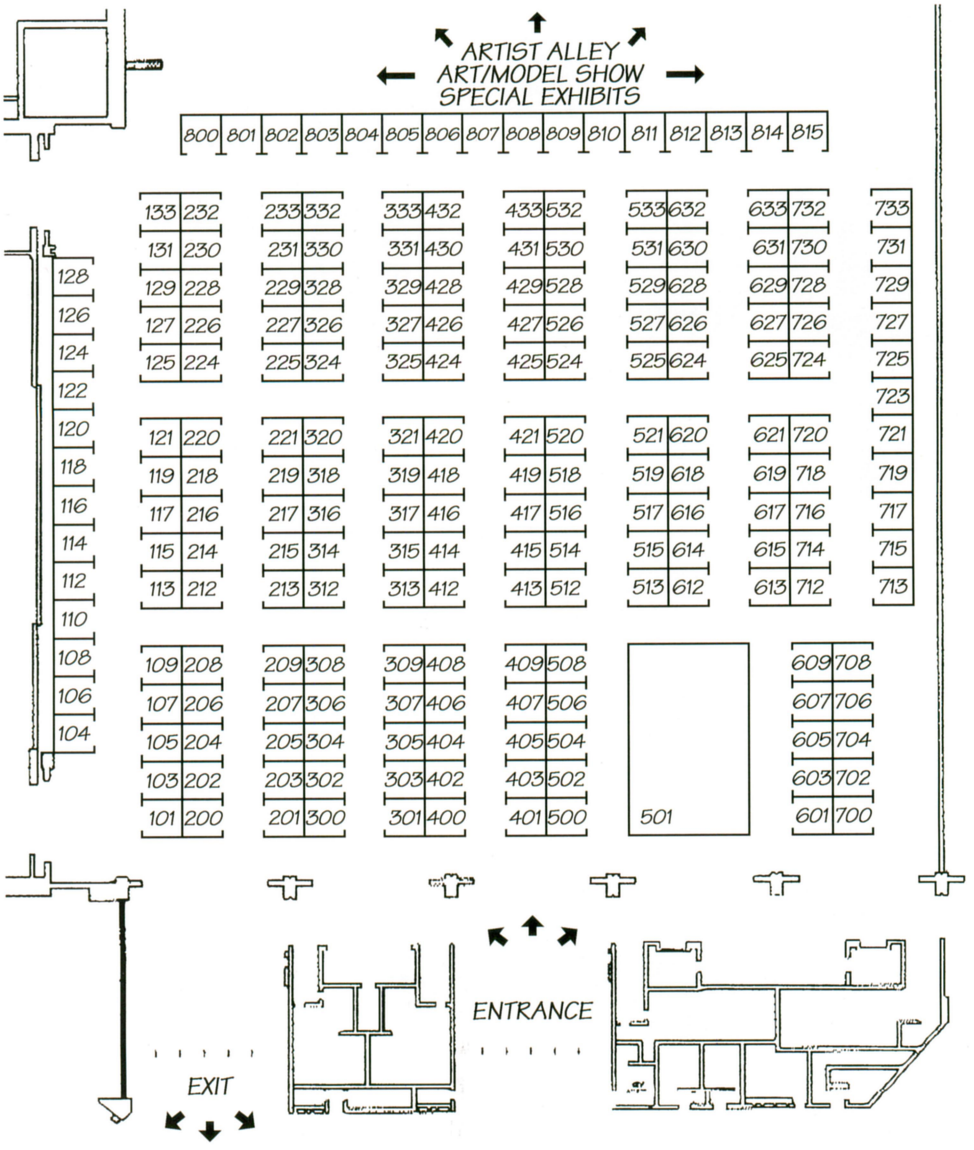
EXHIBIT HALL



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ATTENDEE AUTOGRAPH RAFFLE POLICY AND PROCEDURES

Due to the volume of attendees at Anime Expo, it is not humanly possible for the Guests of Honor to give every attendee an autograph or sketch. Therefore, Anime Expo has devised a raffle system to give every attendee a chance to win an autograph or sketch from their favorite Guests of Honor.

Obtaining raffle tickets:

1) Raffle tickets will be handed out for the first 15 minutes of every Guest of Honor's primary panel. This means that only people who enter the panel room, through the raffle ticket line within the first 15 minutes, will receive tickets. Please note that this does not mean you will receive a raffle ticket if you enter the line during the first 15 minutes.

2) Some Guests of Honor are more popular than others so please use your own judgment as to when you should start lining up.

3) Due to the attendance of numerous Guests of Honor, multiple panels are held at any one time, directly in competition with others. Please note that it will be impossible to obtain raffle tickets for every Guest of Honor. You should plan your day ahead of time and arrive at your favorite Guest of Honor's primary panel, before the scheduled start time.

4) Double entries for any one Guest of Honor will result in the disqualification of both tickets; so please refrain from obtaining multiple tickets.

5) During the panel, you should remember to fill out the ticket as they will be collected at the end of each panel. Staff will either collect or designate where tickets should go, as you walk out.

6) Attendees may stay through multiple panel sessions without re-lining up. However, they will not receive raffle tickets. In order to receive one, an attendee must stand in line following all the above guidelines.

7) Any attendee wishing to enter without waiting for a raffle ticket may enter the panel room as they please, AFTER the room has cleared from the previous panel.

Checking to see if you won :

1) A list of winning ticket numbers will be available at Anime Expo's Info Desk, 30 minutes after the end of the panel at which the ticket was handed out.

2) Please double check the time and location of the autograph session you will be attending. Info Desk will maintain all updated information in case of time/location changes. Even with scheduling and location changes, it will be the attendee's responsibility to arrive at the autograph sessions at the proper time. No exceptions will be made.

Getting your autograph/sketch:

1) Attendees will have the choice of attending either the primary or secondary autograph session, to claim their autograph or sketch. However, please note that due to circumstances beyond our control, autograph sessions may be rescheduled or even cancelled.

2) All attendees will be required to present their winning ticket at the autograph sessions. No exceptions will be made.

3) No one attendee will be allowed to receive multiple autographs or sketches, even if the attendee has in their possession, multiple winning tickets.

4) To relieve congestion of hallways and the general vicinity, attendees with winning tickets are asked NOT to bring along companions. Staff maintaining the lines will ask them to leave the area. Please understand that Anime Expo is responsible for keeping the hallways from becoming fire hazards AND to prevent discomfort to other non-Anime Expo related patrons of the hotel.

5) As signing material will not be provided, please remember to bring Shiki Boards (sign boards) or other signing material to the autograph session.

6) Although sketch winners are generally placed at the head of the line, in the interest of time, only the first four sketch winners will be moved to the front. The remaining sketch winners will be taken in the order they line up, along with the other autograph winners.

7) Photographs will NOT be allowed DURING the autograph session. However, if time permits AND the Guest of Honor consents, a 5 minute block will be made available at the end of the autograph session for photographs. Please note that staff will confiscate any cameras and film that are not operated under these guidelines. Exceptions will be made for professionals with prior approval of Anime Expo. Only those photographers taking pictures on behalf of companies are deemed as "professional." To request prior approval, please follow the same steps outlined in the "Anime Expo Video Recording Policy" on requesting permission to video record restricted events.

8) Videotaping is strictly prohibited at the autograph session. Only pre-approved professionals by Anime Expo will be allowed to videotape the autograph sessions.

9) Autograph sessions will officially end when either everyone in line for autographs has been processed, or when the designated time for the session expires. Anime Expo retains the right to end a session at any time (this includes by request of the Guest of Honor).

OPEN AUTOGRAPH SESSION POLICY

1) Attendees will be given autographs only; sketches will not be given.

2) Attendees may only line up for just one Guest of Honor at a time.

3) Attendees will be given just 1 autograph for each time in line.

4) Attendees may receive multiple autographs by waiting in line multiple times.

5) Signing material will not be furnished by the Guest of Honor or Anime Expo. Please be sure to bring enough signing material for all of your favorite Guests of Honor.

6) Attendees who have left any line, wishing to return, will be required to re-enter at the end of the line in question.

7) Photography and video recordings will be strictly prohibited during this event. Please note that all cameras and video recorders will be confiscate if turned on or used.

8) Due to time conflicts, some of the Guests of Honor will not be attending this event. A list of attending Guests of Honor will be posted during the convention at Anime Expo's Information Desk.

Disclaimer: *Anime Expo reserves the right to terminate the Open Autograph Session at any time. In addition, any Guest of Honor reserves the right to leave at any time.*

VIDEO RECORDING POLICY

1) Due to legal issues and requests by Guest of Honor, Anime Expo requires both professionals and nonprofessionals to receive approval, prior to video taping any footage featuring a Guest of Honor.

2) Video recording for private uses, at main events, is permitted. However, with the exception of professionals with prior approval, no one will be allowed to video record autograph sessions and Guest of Honor panels. Please note that video recording at the Meet the Guest Reception will also be prohibited without prior approval.

3) At main events, all pre-approved persons may setup and video record from specifically reserved spaces which may provide the premium locations from which to record. In order to qualify for these reserved spaces, you must make prior arrangements with Press Room.

4) All video recorders and cameras will be strictly prohibited within the Art Exhibits, Art Show, Video Rooms, and at the Music Video Contest.

5) Both professionals and non-professionals will be strictly prohibited from video recording Guest of Honor near their personal quarters. This includes the area designated for Guest Lounge.

6) If you have already requested and for and received a press badge, you MUST check in with Press Room for additional information that pertains to press.

7) Anime Expo reserves the right to grant or deny approval for all video recording requests. In addition, Anime Expo reserves the right to retract approvals at any time.

WEAPONS

All weapons worn as props (simulations, replicas, etc.) must conform to the "Dangerous Weapons Control Law," part 4, title 2, section 1200-12590 of the California Penal Code (CPC). All such props must be registered with security for compliance.

California law prohibits convention attendees from carrying genuine firearms whether loaded or unloaded. All genuine firearms must be checked with the hotel at the door. Any convention member found to have firearms in the possession (except those covered under section 12002 of the CPC) at the convention is subject to arrest and confiscation of their weapon by the Los Angeles County Sheriff's Department. Furthermore, they may have their membership revoked by the SPJA, and be asked to leave and check out of the hotel.

All functional weapons such as crossbows, throwing knives/stars, bows, boomerangs, darts, rocket launchers, tazer (stun guns), etc., are prohibited. Replicas of said weapons, which are used as props or display, are allowed but MUST BE INSPECTED, APPROVED AND PEACE BONDED BY CONVENTION SERVICES. The Convention Services office is located at Convention Operations.

Convention Services must inspect all dangerous-looking or potentially hazardous. The Long Beach Convention Center and Anime Expo Hotel personnel reserve the right to insist on inspection and clearance of all such props. The

bearer will be required to sing a legal waiver excluding anyone else from legal obligation concerning the weapon and any damage(s) resulting from its use. Full information of the owner of the prop (membership number, room number, phone number, address, etc.), plus a description of the weapon itself will be kept by security.

The SPJA would like to give its costumed attendees as much leeway as possible to get into character. However, we urge you to exercise common sense and courtesy. Please remember that the SPJA bears no responsibility for the use of prop weapons, and that any misbehavior may result in a tightening of our weapons policy in the future.

We require that all weapons be peace-bonded to prevent accidental usage. The owner/bearer of the weapon is solely responsible for the weapon and its usage, even if he/she in not the wielder. Convention Services will be happy to peace-bond your weapon at no charge.

COURTESY

Anime Expo is concerned that both its own staff and the staff of the facilities and vendors involved with the convention treat our attendees fairly and courteously. While we do not expect any problems, Anime Expo wants its attendees to know that we take such incidents very seriously.

If a hotel staff or security member, treats you rudely or unprofessionally, you should take down the name(s) of the person(s) involved and go to Convention Operations. Once there, you will be given an Incident Report form to complete. If the incident involves a hotel staff member, a copy of the form will be given to the hotel for investigation. Anime Expo will investigate incidents involving Anime Expo staff members internally.

SAFETY

For the year 2001, Long Beach was ranked as the 3rd safest city in the country for the 400,000 to 600,000 population range, placing it ahead of Denver, Seattle, Portland, Boston, Tucson, Fresno, Sacramento, Milwaukee, Nashville, Fort Worth, Oklahoma City, Albuquerque, Cleveland, Kansas City and New Orleans in the 7th Annual Morgan Quitno Awards of America's Safest (and Most Dangerous) Cities.

Part of the reason for this is Long Beach Police Department's strong public presence. Long Beach has bike police as well as Downtown Guides to help visitors who need directions or recommendations. They are on the scene in the streets of downtown, daily from 8AM to late evening. They will be able to assist you with questions and help locate shops, restaurants and attractions.

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However, attendees should not be lulled into a false sense of security because of these facts. As with any other metropolitan city, attendees should take precautions when visiting other areas of the city that they are not familiar with.

The Long Beach police station is located across the street from the Renaissance, so the crime rate in the area immediately surrounding the convention center and the hotels is remarkably low.

Attendees should not walk around town appearing to be tourists. When in unfamiliar areas, take off your attendee badges. Always walk in pairs and groups. The restaurant listings reflect the wealth of dining choices immediately surrounding Anime Expo. We feel safe with groups of attendees heading to these places at any hour of the day. We do not recommend staffers walking more than half a mile from the convention center and if you must travel that far, please drive or take the Passport.

ABOUT YOUR MEMBERSHIP BADGE

Anime Expo is a members-only event. The numbered badge you receive at Registration provides evidence of your membership, and it also indicates your attendance level.

Badges must be worn visibly anytime you wish to enter some part of the convention from a lobby or other public area. Badges may also be checked inside the convention, so please wear yours at all times.

Your badge is for your own personal use. Please do not lend it to anyone or give it away. You may be held responsible for their actions while they are wearing it. Instead, visit the Registration area and ask for "Member Services" to transfer your membership, so a new badge can be issued and the old one destroyed.

All badges are the property of The Society for the Promotion of Japanese Animation, and must be returned upon request by any SPJA representative.

LOST/REPLACEMENT BADGES

If you lose or misplace your badge, go to the Registration area and ask for "Member Services" to replace your badge. To verify your status as a member, bring a valid Photo ID bearing the name and address under which you are registered. For any given membership, the first badge replacement will incur a fee of $5. Replacements after the first will each incur a fee of $20.

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Spring Wind by Tomomi Kobayashi

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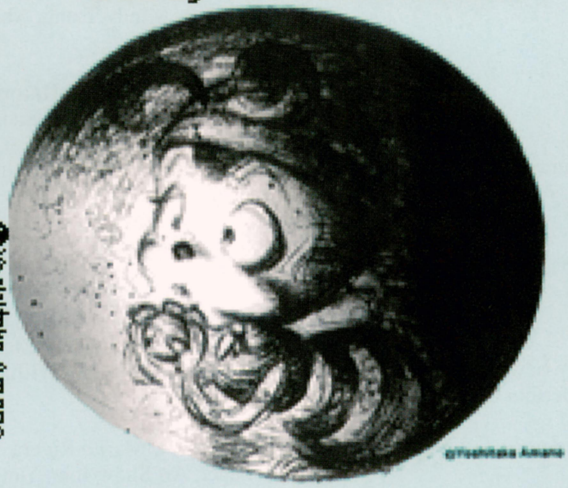

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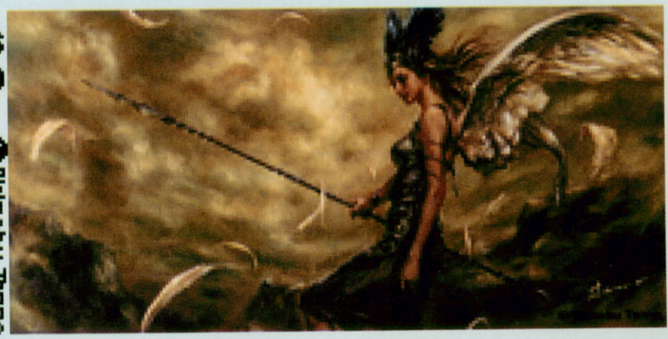
Where the wind goes by Shinobu Tanno



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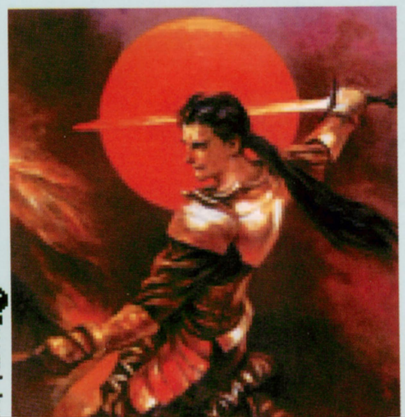

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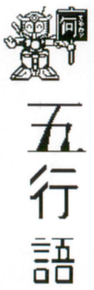
Nan Desu Ka'n?
Nan Desu Kan - Go!



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Guests

Sound Director Kazuya Tanaka, Rurouni Kenshin, Jubei-Chan
Nov Takahashi, founder, Studio Hard publishing
More Japanese guests TBA!
Scott McNeil, Canadian VA for Duo Maxwell, Gundam Wing
Tristan MacAvery, American VA, Gendou Ikari - Evangelion
Bob Bergen, American VA, Lupin III, Porky Pig and Tweety
Crispin Freeman, American VA, Touga - Utena, Zelgadiss - Slayers
Production Experts Scott Frazier, Toshifumi Yoshida, Taliesin Jaffe

Events

Costume Contest and Cosplay - Perils Otaku - Guest Panels
Dealers - Fan Panels - Art/Model Show - Cultural Performances
Bride of the Rubber Monster Slumber Party - Fan Panels
Autographs - Gaming and Video Gaming - Art Seminars
Pretty Kitty MiniCon - Writers Roundtable - Industry Chats
Kekahuna's CatGirl Rampage - Late Night Strangeness
Costume Classes - Asuka awards for Music Videos
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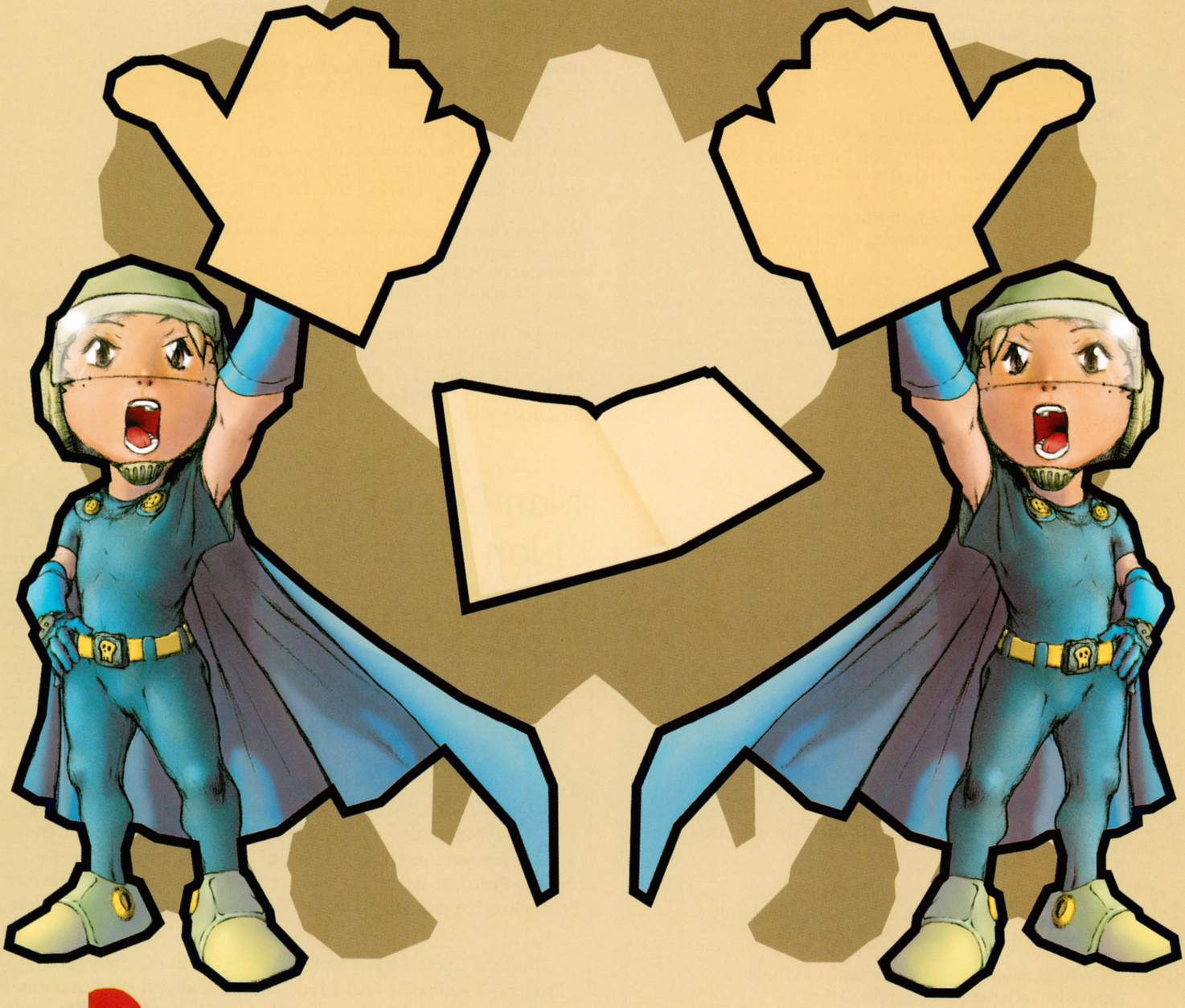

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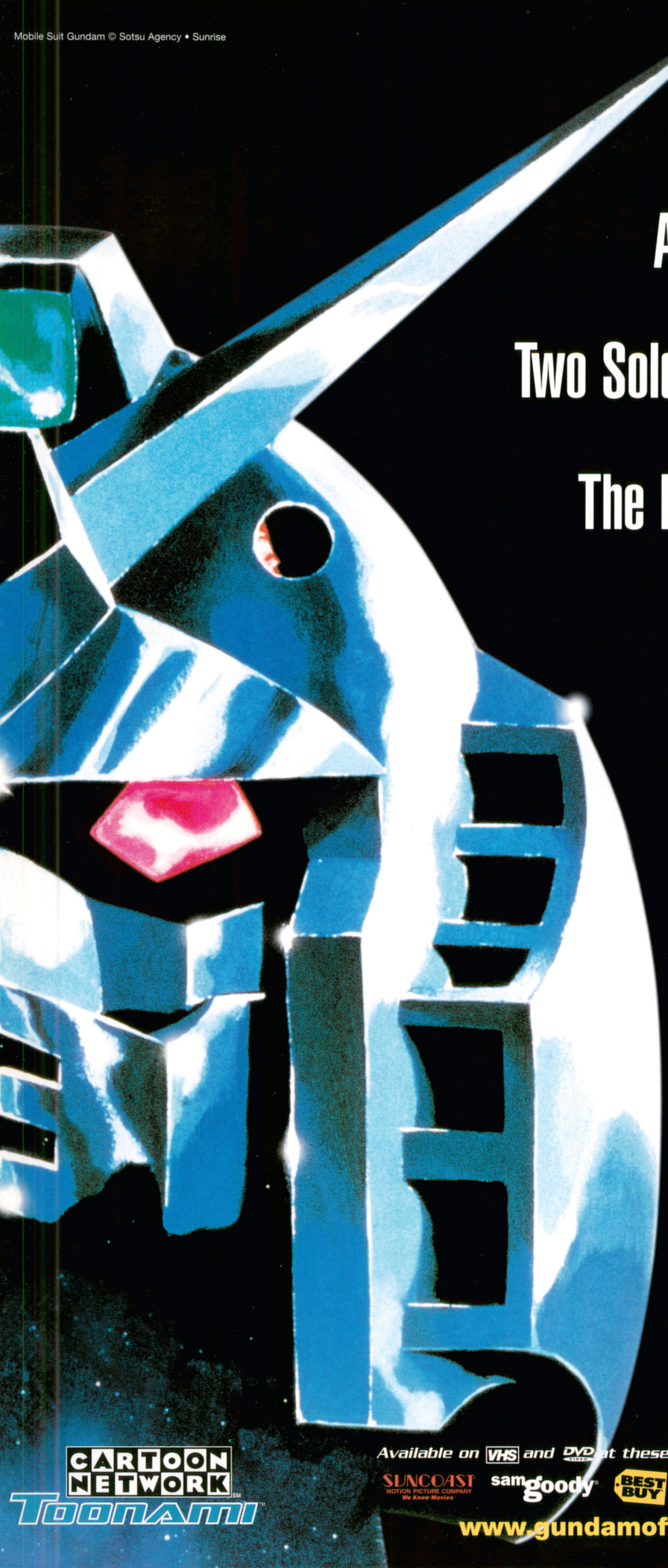

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